

A form of assessment in which students are asked to perform real-world tasks that demonstrate meaningful application of essential knowledge and skills

Jon Mueller, 2014, <http://jfmuller.faculty.noctrl.edu/toolbox/whatisit.htm>

Students, teachers and the community should see some real value in working on the task – that is, they want to solve it and see that it is worth the time spent on it.

The task should involve meetings or other activities that involve negotiation, planning, action, reporting, evaluating and exploring of alternatives.

The task should draw on a range of knowledge, skills and strategies from different areas of the school curriculum, as well as what is known about the local environment.

All learners should be enabled to make a start or contribute in some way. However the task should also challenge most learners at some level.

For example, diagrams, stories, graphs, tables, symbolic expressions, written arguments, explanations and/or justifications can demonstrate multiple options.

For example, the task should allow for:

- the development of an extended range of problem solving strategies and/or skills
- the construction and evaluation of conjectures, rules and/or generalisations.

Ultimately, there should be something tangible that can be 'pointed to' as a result of the deliberations of the group and/or individual.

Taken from the Victorian Department of Education and Training

<http://www.education.vic.gov.au/school/teachers/teachingresources/discipline/maths/assessment/Pages/authtasks.aspx>

- Teachers and students focus on communication, not on right and wrong answers
- It involves multi-stage tasks and real problems that require creative use of language rather than simple repetition
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